

FREE! PANINI SONIC STICKER ALBUM!



Sonic the comic

starring

SONIC
THE HEDGEHOG

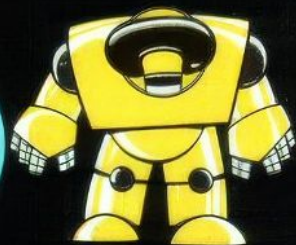


**HEADS
UP!
DECAP
ATTACK
RETURNS!**

**WHO
IS
THIS
MAN?**



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

First off, a big, big thanks for buying this issue. As you will have no doubt noticed, it has cost you an extra 5p, but I'm sure you'll feel it has been money well spent when you see what lies in store for you.

For starters, there's your free **Panini Sonic Album** (how could you miss it!). Hang on a mo', what good's an album without something to go in it? Glad you asked me, Boomers, because next issue you'll be getting a free pack of **Panini Sonic Stickers** to begin your collection.

The really great news, however, is that there'll be another free gift the issue after that *and* the issue after that *and* — well every issue until the end of the year! How'd you like that Boomers? No, don't thank me — just spread the word that *STC* has gone megamental!

As if all that wasn't enough (hold onto your pacemakers) there's a brand new series of **Decap Attack** starting this issue (groan). Unfortunately, we bid farewell to **Sonic's World** for a while (boo) but a mega new **Tails** story starts next issue (tumultuous cheers).

Knuckles smashes his way into Sonic's life on the very next page. We reckon this spiky character is going to be the next megastar of the video game world and might even rate his own *STC* series. What do you think? Knuckles fans, get your votes in now.

STC — a great investment at any price!

Megadroid

Coming Soon To An STC Near You!

We're not letting you off that lightly! This issue is just the start of some great things to come from *STC*. Aside from crate-loads of free gifts over the next few issues, we've got some great new series planned as well as the return of some old favourites.

TAILS!

Miles Prower fans celebrate as the most unlikely, twin-tailed, foxy hero in comics returns for a new series next issue. See the back of this issue for more details!



THE ETERNAL CHAMPIONS!

Back for a second action-packed series. Shadow and Larcen paint the streets of old Chicago red! Starts in *STC* 37.

STREETS OF RAGE!

It's the Only Game In Town and Axel, Blaze, Max and Skates are in! The third series of one of *STC*'s most popular strips. Starts in *STC* 41.



SHINOBI!

Remember the Four Elements from the very first series of *Shinobi*? Well, they're returning — and *STC*'s top martial arts warrior is their target! Coming soon!

PLUS!

Hot new series starring some of the most requested characters in video gaming! Who are we talking about? Sorry, our lips are sealed. Keep reading *STC* to find out. (Boy, are we sneaky!)

The Sega Charts

All the chart action for all the Sega systems - in every issue of *STC*.



MEGA DRIVE

- 1 FIFA INTERNATIONAL SOCCER
- 2 PETE SAMPRAS TENNIS
- 3 PGA EUROPEAN TOUR GOLF
- 4 SONIC THE HEDGEHOG 3
- 5 FANTASTIC ADVENTURES OF DIZZY
- 6 THE CHAOS ENGINE
- 7 WORLD CUP USA '94
- 8 VIRTUA RACING
- 9 STREETFIGHTER 2 CHAMP EDITION
- 10 ROBOCOP V TERMINATOR

MEGA - CD

- 1 FIFA INTERNATIONAL SOCCER
- 2 TOMCAT ALLEY
- 3 SENSIBLE SOCCER
- 4 WOLFCHILD
- 5 GROUND ZERO TEXAS
- 6 WORLD CUP USA '94
- 7 DOUBLE SWITCH
- 8 SONIC CD
- 9 SILPHEED
- 10 THUNDERHAWK

MASTER SYSTEM

- 1 JUNGLE BOOK
- 2 ANDRE AGASSI TENNIS
- 3 SONIC CHAOS
- 4 TAZ-MANIA
- 5 DONALD DUCK
- 6 WORLD CUP USA '94
- 7 MICKEY MOUSE 2
- 8 SPIDER-MAN
- 9 XENON 2
- 10 SONIC THE HEDGEHOG 2

GAME GEAR

- 1 SONIC CHAOS
- 2 MICRO MACHINES
- 3 WORLD CUP USA '94
- 4 NBA JAM
- 5 JUNGLE BOOK
- 6 TAZ-MANIA
- 7 STAR WARS
- 8 SONIC THE HEDGEHOG 2
- 9 THE SIMPSONS
- 10 PGA TOUR GOLF

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- Cover: Nigel Kitching
- Managing Editor: Steve MacManus
- Special Thanks to: Audrey Wong
- Publisher: Chris Power

SONIC

THE HEDGEHOG™

ENTER KNUCKLES PART 2

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Ellie de'Ville

ROBOTNIK HAS CRASH LANDED ON THE MYSTERIOUS FLOATING ISLAND.

SONIC FOLLOWED, HOPING TO FIND THE EVIL TYRANT VULNERABLE AND ALONE... NO SUCH LUCK!

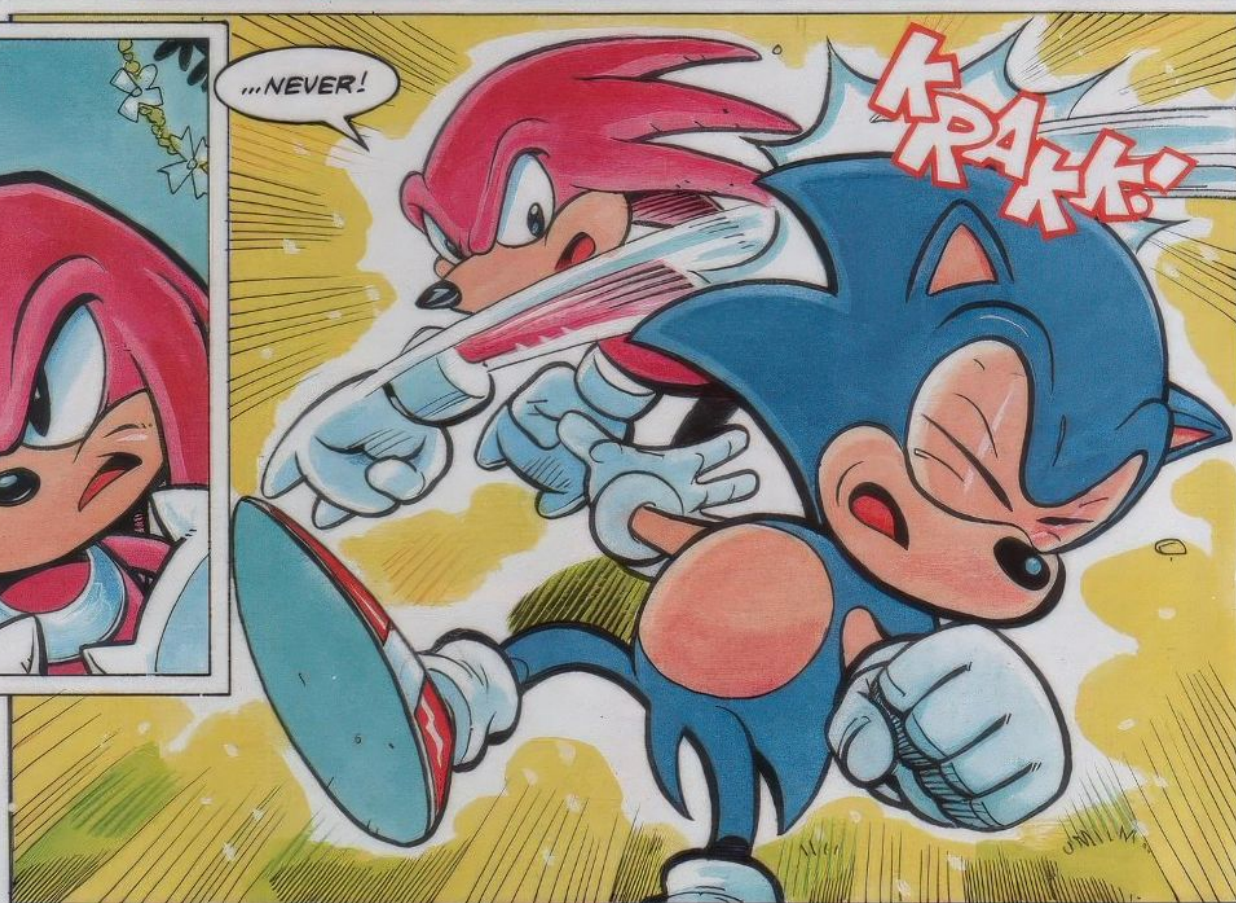
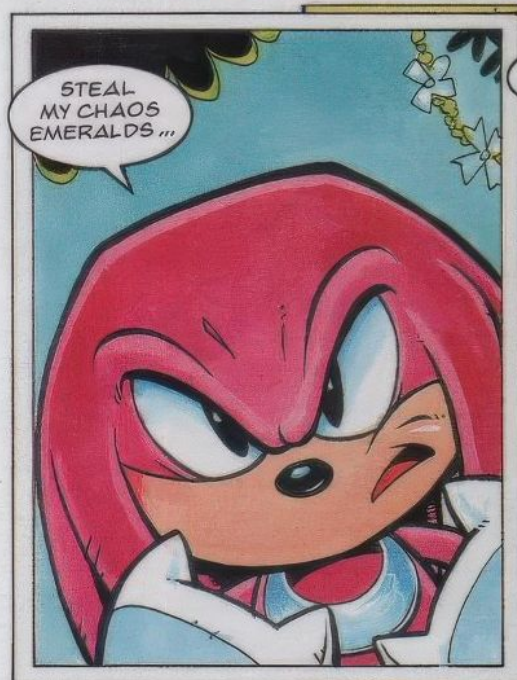
AH, SONIC, I SEE YOU ARE AWAKE AGAIN! I'M GLAD KNUCKLES DIDN'T HIT YOU TOO HARD.

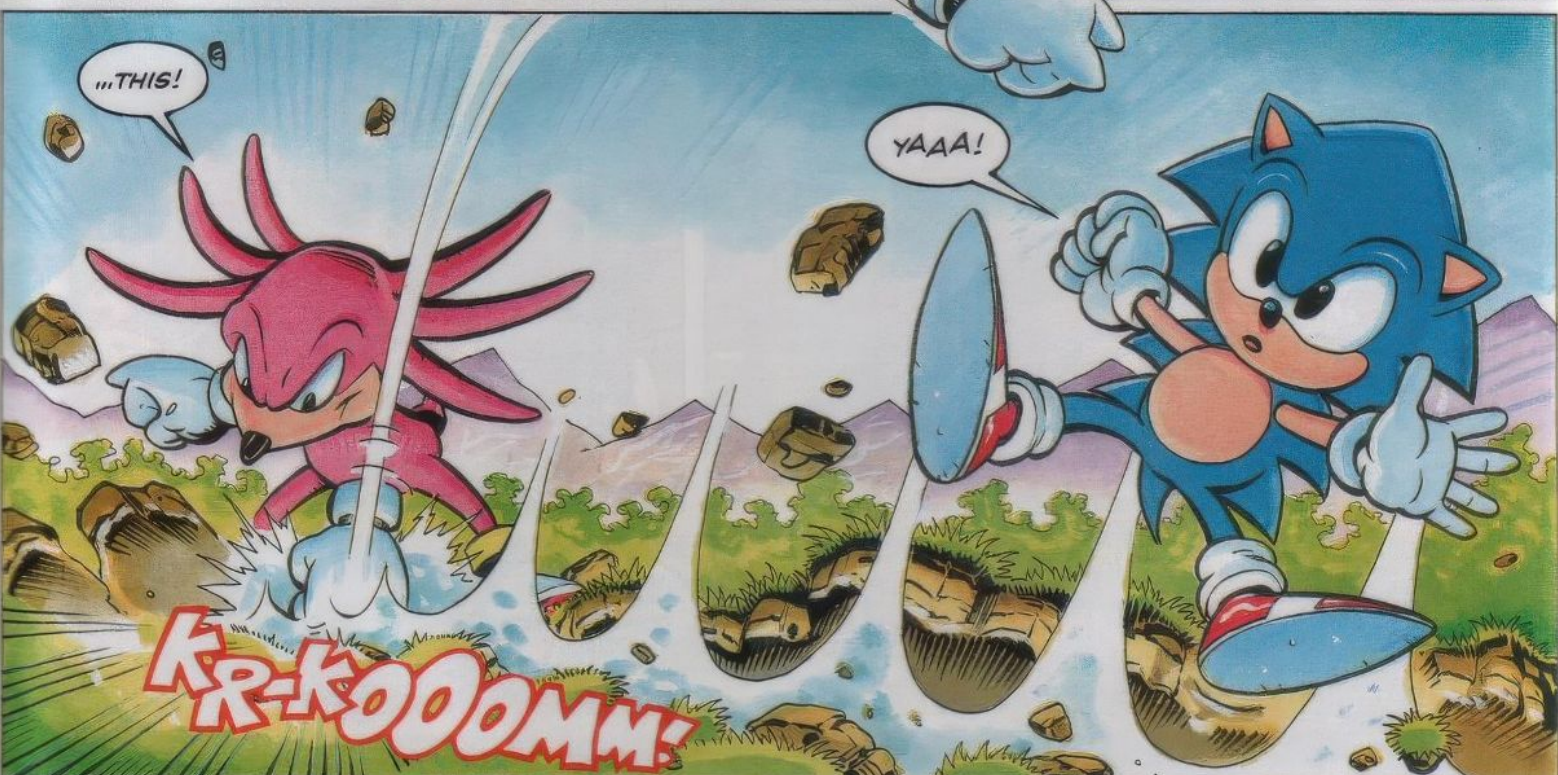
I HARDLY TOUCHED HIM, DOC.

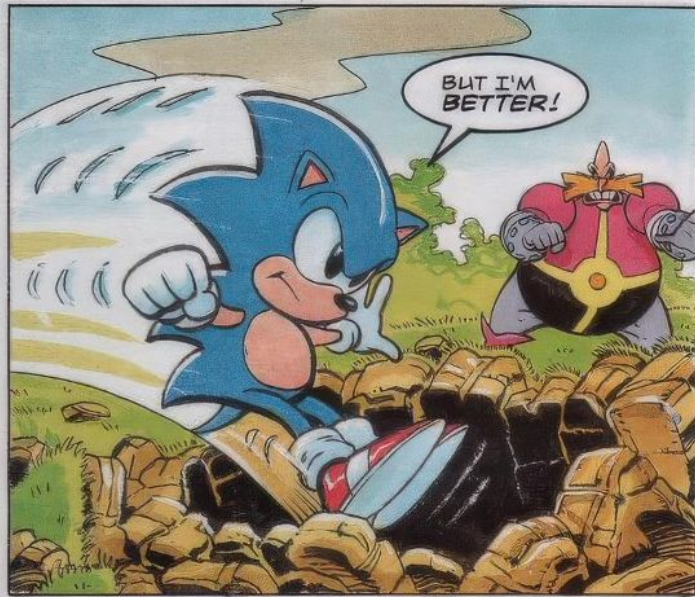
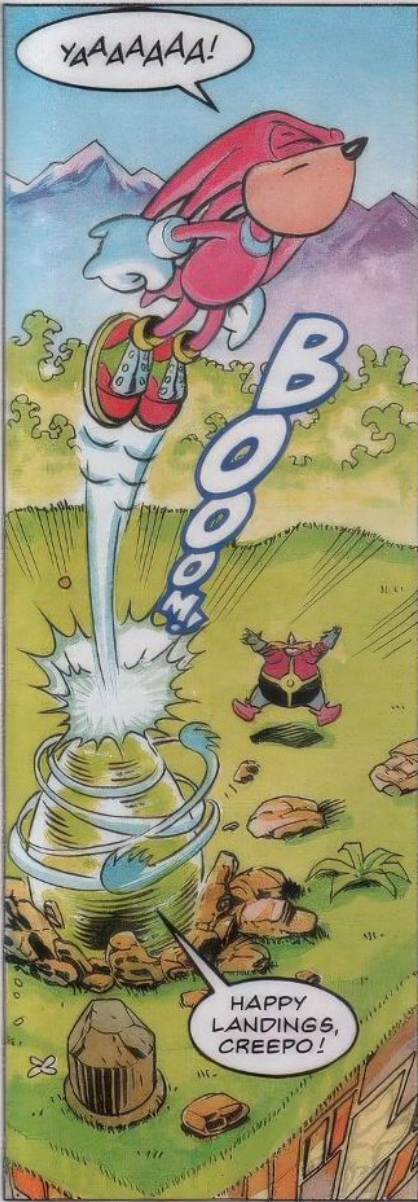
GIVE IT UP, SONIC! YOU'LL NEVER GET YOUR HANDS ON THE FLOATING ISLAND CHAOS EMERALDS!

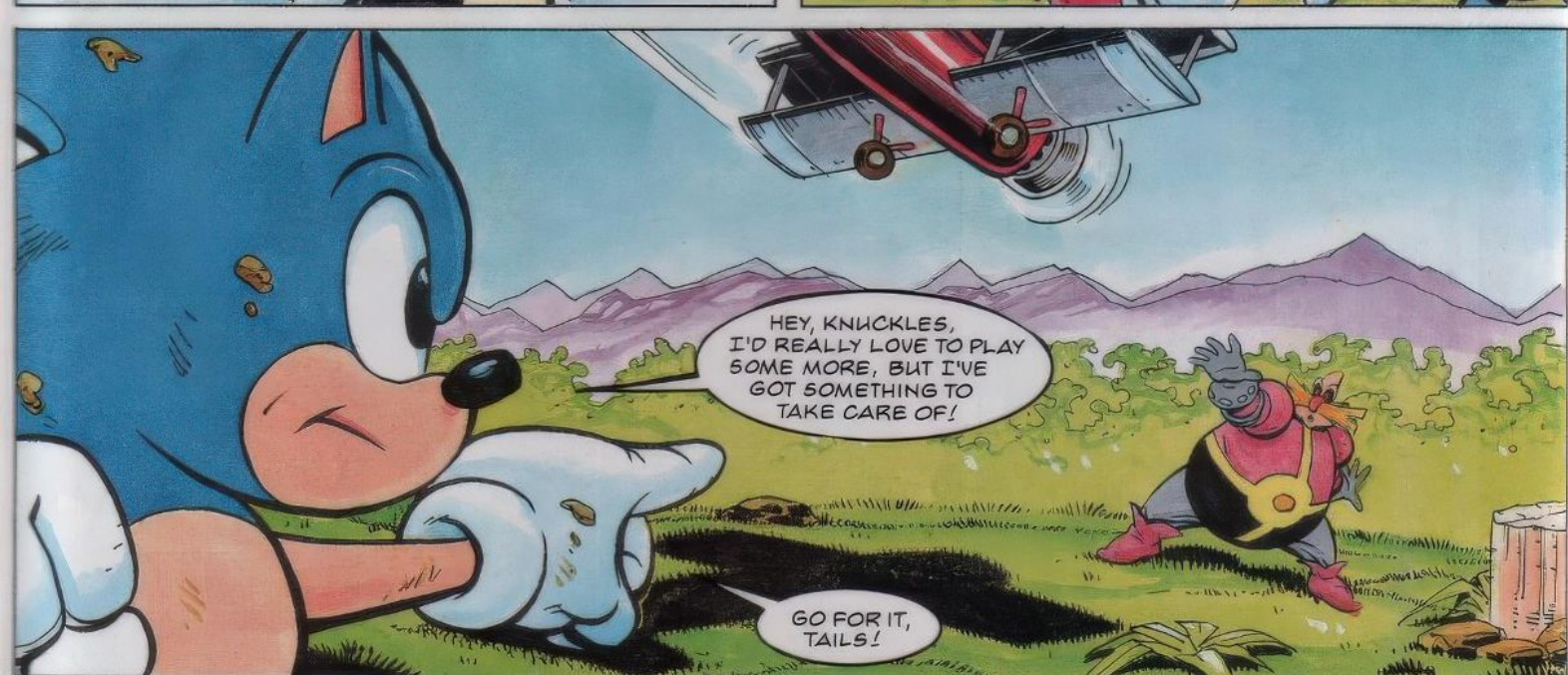
WHAT ARE YOU TALKING ABOUT, EGG BREATH?

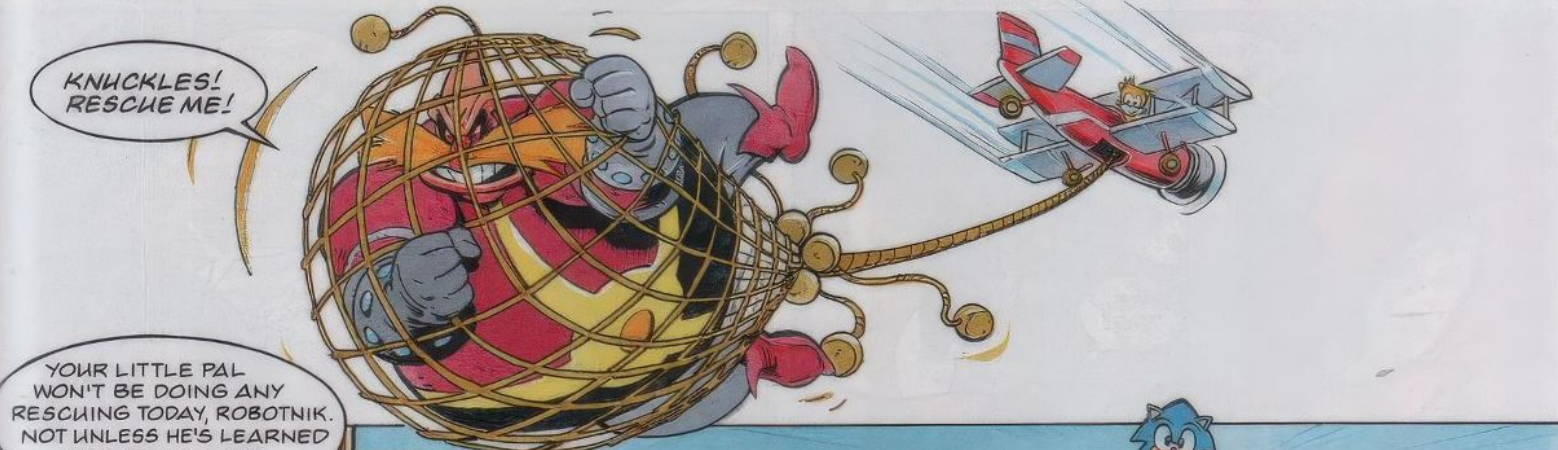
I DON'T WANT TO STEAL ANY CHAOS EMERALDS... BESIDES, I ALREADY HAVE SOME!

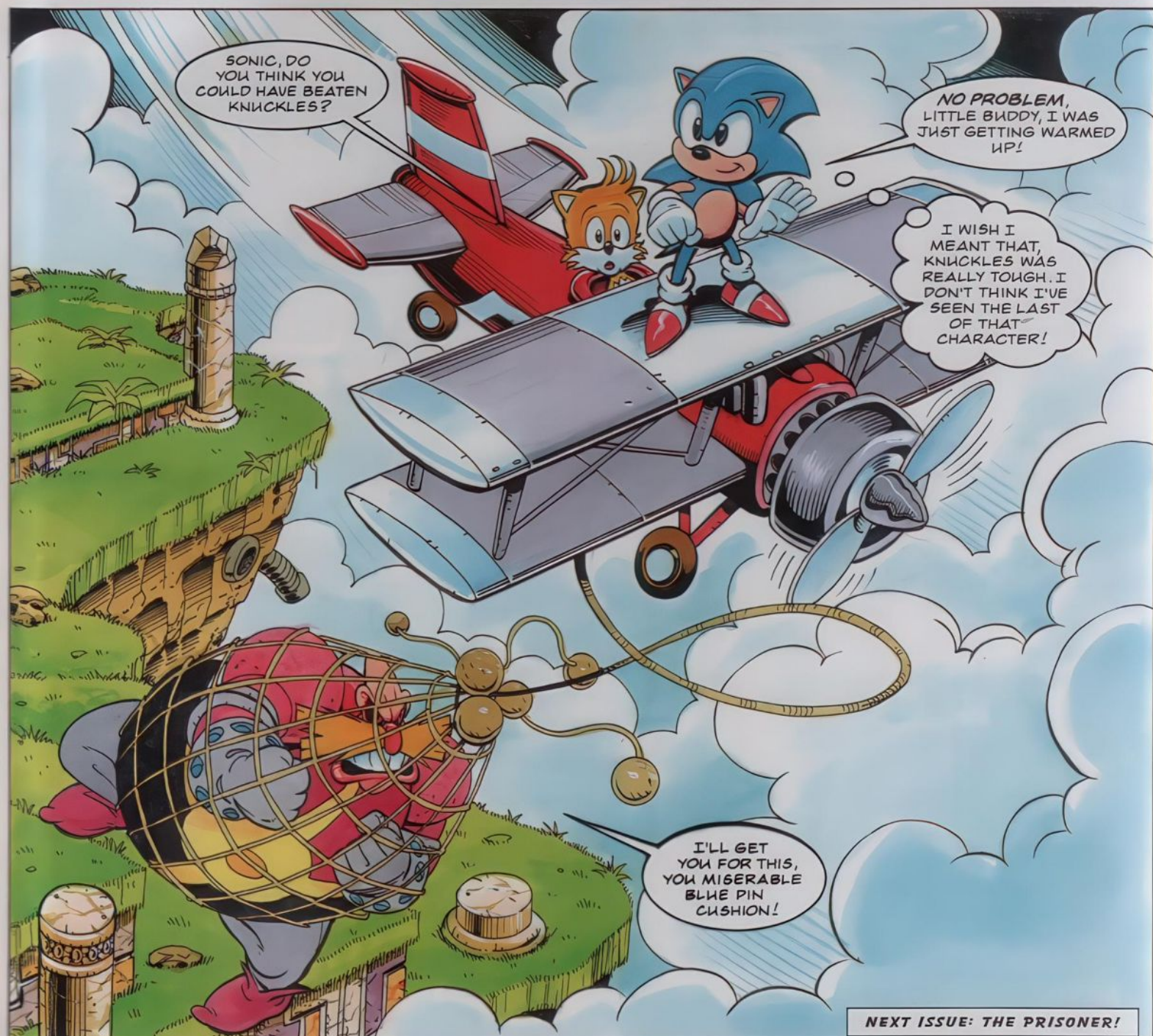
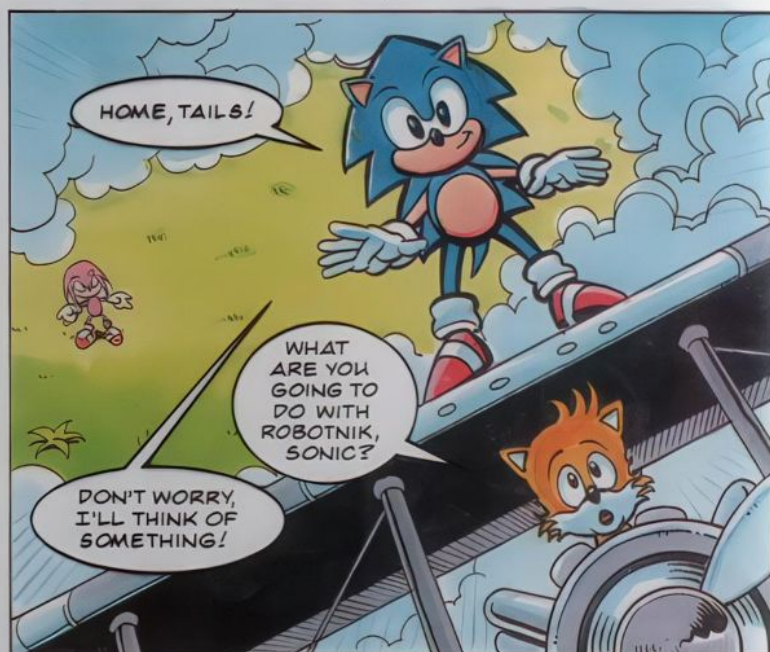
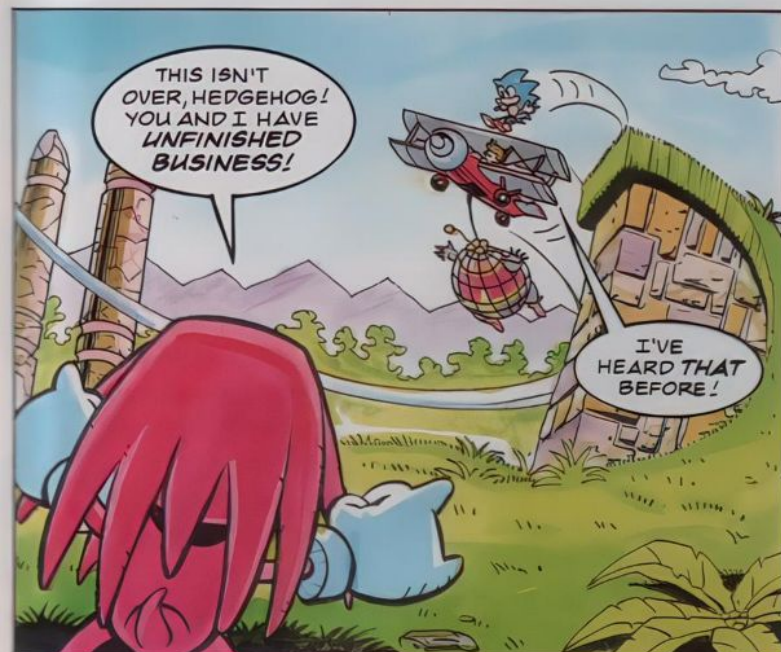












NEXT ISSUE: THE PRISONER!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: Vincent Low & Steve May.

MARIO ANDRETTI RACING

game type: RACING
1-2 PLAYERS



Mega Drive



Master System



Mega CD



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

The smell of high-octane fuel, the squeal of burning rubber, the sound of twisting steel as you shunt the nose of your racing car into the back of the reigning Indy-car champion. You'll find none of these things in this triple bill of video game racing styles ... but don't despair. Mario (no relation) Andretti Racing is a first class alternative to the more expensive polygon thrills of *Virtua Racing*.

The neat thing about this cart is the realistic approach it takes to the action. As with other (usually Formula One) racers, you can choose your skill level (Rookie or Pro), the driving perspective, and manual or automatic gear changing. But there's also a convincing physical feel to the coding. Drive on dirt (with the tricky Sprint Car option) and you slide around like a hedgehog on ice. Select Stock Car racing and you loose manoeuvrability. Choose Indy Racing (the most exciting option) and you have greater grip, but race strategy suddenly becomes oh-so important (to pit or not to pit?).

The graphics employed are effective, if not outstanding. The race tracks unfold in a fairly routine manner — although when you change tyres or pass the chequered flag there's a nice, if limited, animation sequence. The sound effects are similarly functional. To encourage you along there's some neat voice synthesis ('good work,' 'you need fuel,' and 'yoyos like you shouldn't be let near a tricycle let alone an Indy car!'), but little else in the way of audio excitement. No matter. You won't be buying *Mario Andretti's Racing* for superficial gloss. The real attraction here is the rock-solid gameplay. Once you've bumbled around a circuit or two you'll be hooked. The lure of the ovals and the taste of the concrete walls is unbeatable. Only don't expect to do a Mansell and become an Indy king in your rookie season. *Mario Andretti Racing* will take a season or two to master. - SM.

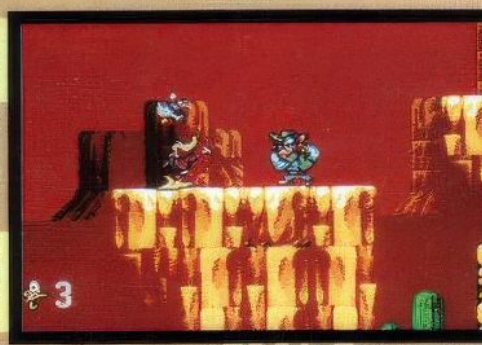


DAFFY DUCK IN HOLLYWOOD

game type: ACTION
1-2 PLAYERS



Get ready for some rootin' tootin' hot graphics for your Master System and Game Gear! *Daffy Duck in Hollywood* is a platform style game where the player takes control of Daffy as he makes his way across various Hollywood sets. The aim is to retrieve the 12 Golden Cartoon World Movie





Awards which have been stolen from Yosemite Sams' safe. Mad Professor Duckbrain is demanding a million bucks for their safe return and Daffy has sworn to round up the Doc and his evil henchmen, with the aid of his trusty Bubble Gun.

Daffy is a standard platform romper with a number of different settings ranging from Horror and Sci-Fi to Spaghetti Western! To complete



each level you have to bubble up all the henchmen and beat the beastly boss at the end of each stage. This is easier said than done — just one hit will lose you one of your three lives, so it's not a very forgiving game!

There are plenty of extra power-ups to be collected along the way and extra ammo for your Daffy-type weapons. The graphics and sound in Daffy Duck in Hollywood are very good although the play feel is dull and gets very frustrating in places! - VL



SONIC SPINBALL

game type: **PINBALL**
1-2 PLAYERS



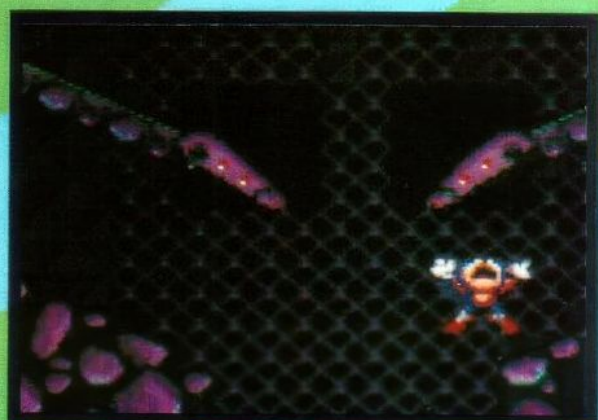
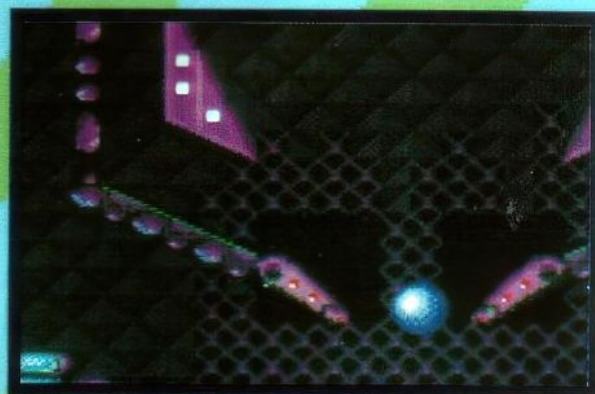
Watch out Robotnik, the blue Hedgehog is back! Game Gear owners have been starved of a Sonic product for a while! Last November Sega released Sonic Spinball on the Mega Drive; which they have since redesigned to run on the Game Gear and it's one hot title!

Sonic Spinball plays on very similar lines to the original MD version with Sonic bouncing around a large play area — the objective being for him to collect rings and open

sections up by hitting strategic points in the table. However, this is not just your everyday pinball game. There are sections where Sonic can run and spin dash around as well as doing his pinball impression. There are five rounds to battle through with each round having its own unique playfield and boss area.

All the standard pinball features are included with flippers, bumpers and drop targets, together with a few new ones that are not included such as rain targets! As controller, you have to collect all the Chaos Emeralds from each zone before you can take on Robotnik's droids and then progress to the next play area.

Sonic Spinball can be played like real pinball whereby you can go for the big scores, or alternatively, you can just try and crack through quickly by collecting the emeralds and getting out — the choice is yours! - VL



MUTANT LEAGUE™

Bring Me The Head of Coach Brikka PART 4

SCRIPT: Steve White/
Brian Williamson

ART: Anthony Williams/
Brian Williamson

LETTERING: Tom Frame

“PUFF! BONES JACKSON,
CAPTAIN OF THE MIDWAY
MONSTERS, PANT! THIS
REALLY HAS BEEN A GAME
OF TWO HALVES... GAK!”

WELL IT HAS BEEN FOR OUR
COACH BRIKKA, BOB.

INDEED. K.T. SLAYER'S THEFT
OF THE COACH'S HEAD PUFF!
CERTAINLY WAS EXTRAORDINARY.
RAZOR KID, ANY IDEAS WHY
HE WOULD WANT IT?

BEATS ME,
BUT IF WE'RE
GONNA STAY
IN THE GAME,
WE NEED IT
BACK.

THANKS, KID.
NOW, OVER TO
CHUCK WHO
GARGLE! IS WITH
GRIM MCSLAM...

GRIM...
PROSPECTS
FOR THE
GAME
AHEAD?

INCOMING?
SORRY, I
DON'T QUITE
UNDERST--

KA-BLOOEY!



"...THE WINTER OLYMPICS!"

GREETINGS, SPORTS' FANS AND
WELCOME TO THE ERIC VON
BLOFIELD MEMORIAL STADIUM
HERE IN WRECKYAVIC!

WHAT DA HELL ARE
DESE VEH-ICLES?

TRANSPORT!
JUMP ABOARD!

WAK!

WAIT A SEC...
I JUST FIGURED
OUT WHAT EVENT
THIS IS...

FREESTYLE
CLAY BOBSLEIGH
SHOOTING!

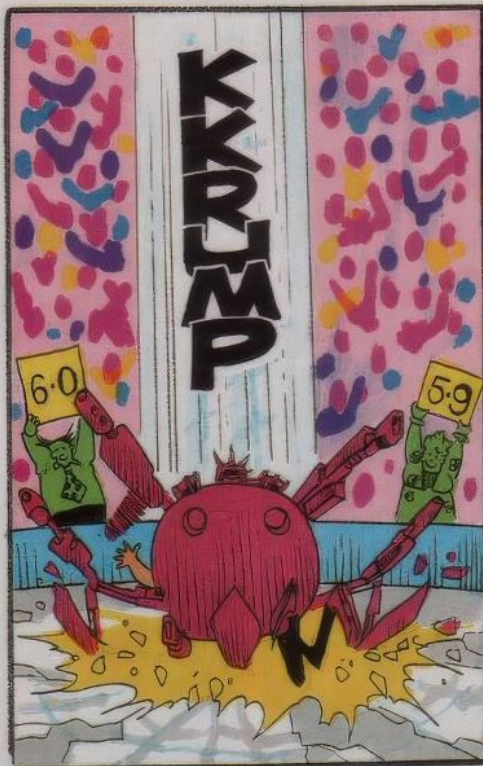
AAAARRGHH!

**BLAM!
BLAM!
BLAM!
BDAM!
BDOW!**

RETURN
FIRE!

BDOOM!

EXTRAORDINARY!
INNOVATIVE PLAY FROM
BONES' TEAM THAT MUST
SURELY PUT THEM IN
THE MEDALS!





AT LAST! THE HEAD IS MINE!
WITH BRIKKA'S TACTICAL SKILL
AND KNOWLEDGE PROGRAMMED
INTO MY AWESOME BATTLEDROIDS,
MY EVIL SCHEME IS NEARING
COMPLETION!

BWAAHAHAHA!*

* TOLD YOU THERE'D BE
ONE LATER! — MD.

NEXT ISSUE: ALAS, POOR BRIKKA...!

NEWS Zone

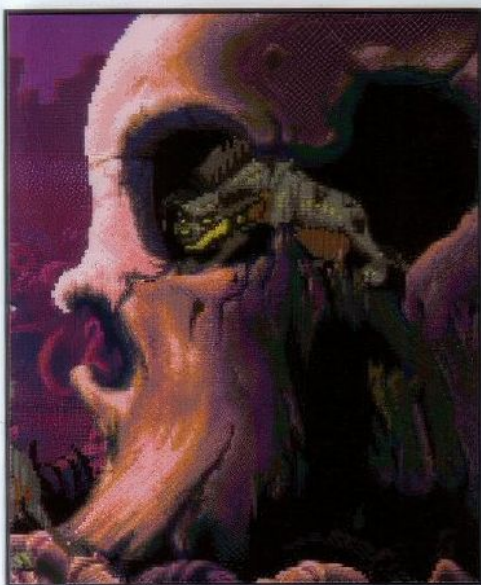
ON THE RISE

A ROBOT REVOLUTION IN THE MAKING

Newshound: Garry Penn.

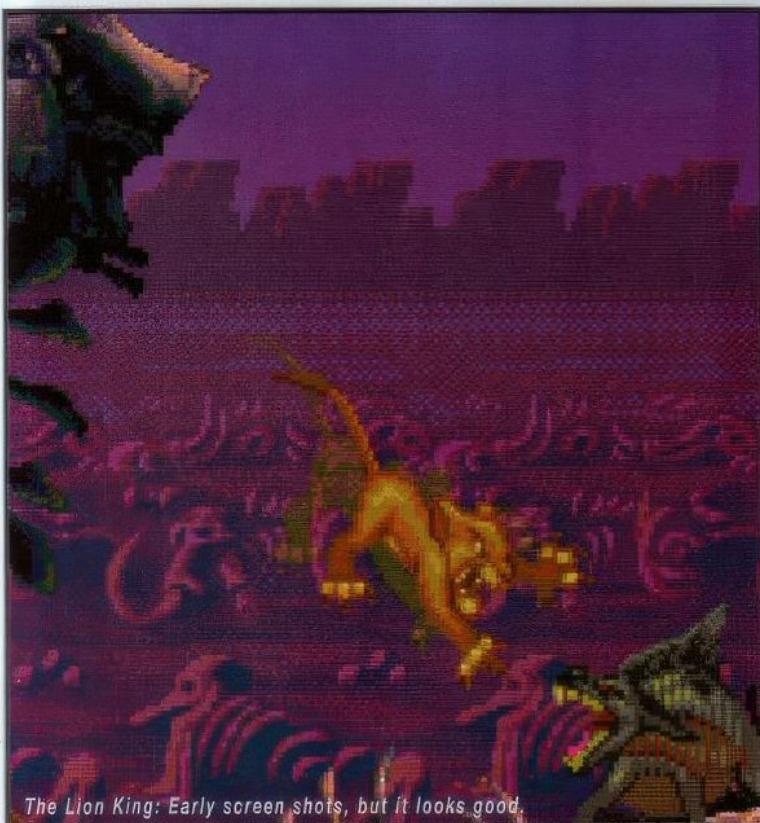
VIRGIN BITES

LION KING SET TO ROAR ON SEGA



The Lion King, Disney's latest blockbuster animated film, has been clawing in the money at cinema's in America all summer long. Now it is set to do the same in Britain next month when the film — and the new video game — are released. Virgin, who are releasing The Lion King for the Mega Drive, Master System and Game Gear, are

hoping for an Aladdin-type success with the game. It's undeniably pretty — let's hope the game play is up to scratch!



The Lion King: Early screen shots, but it looks good.

It's been hard to miss all the hype surrounding Mirage's Rise Of The Robots, but in case you have, we can tell you it's basically another street fighting simulation, but featuring robots and graphics to die for!

There's much more to it, of course. A robot called The Supervisor has taken control of the Electrocorp manufacturing plant and the robots have risen. Cue, a cyborg with the brain of a crack commando, is sent in to sort out the mess (i.e., beat up six other robots!).



Heavens, it's the hard-looking Cyborg from Rise of The Robots. Obviously not from the Mega Drive version, but it looks good, no?

There are two obvious differences between *Rise Of The Robots* and the imminent *Super Street Fighter II* and *Mortal Kombat II*. In *Rise Of The Robots*, the characters and scenery have all been built on a powerful 3D design program called 3D Studio and cut down to fit the Sega formats. The result is intended to be a more solid and believable environment. The second difference is that the soundtrack has been composed by Brian May (former lead guitarist with Queen and composer of music for Ford TV ads).

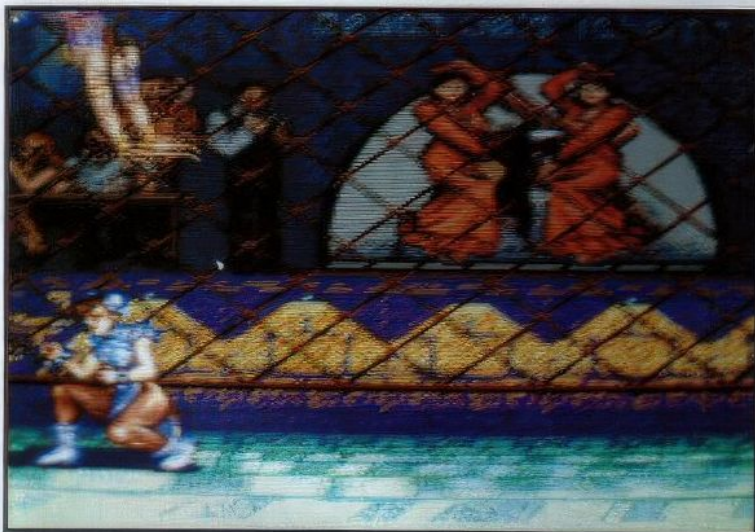
Rise of The Robots is nearing completion on over 20 different formats (including Mega Drive, Mega-CD and Game Gear) for release in October. There's even an arcade machine in the works, from Bell Fruit (who also brought Gremlin's *Zoo!* to the arcades).

KYLIE IS CAMMY!

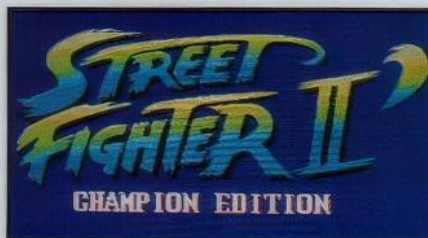
NEW FILM, NEW GAME —
THE STREET FIGHTERS ROLL ON

With *Super Street Fighter II* making big waves on the video game scene, there's more news about the long-awaited *Street Fighter* film (what do you mean, you've never heard of it?).

Aussie actress/songstress Kylie Minogue is learning how to fight with a personal trainer for her role as Cammy (she should be so



From the small screen to the silver screen — *Street Fighters* prepare to kick it with Kylie!



lucky!). Jean Claude Van Damme is playing Guile, Raul Julia (Gomez in *The Addams Family*) is to star as M Bison (someone must be having a laugh there), Dahl Sim is played by Ben Kingsley (bit of a change from *Ghandi!*), Daniel Day Lewis (*Last Of The Mohicans*) is T Hawk, and someone from the *Joy Luck Club* (que?) is Chun Li.

Filming is underway in Thailand and Australia. Expect the movie on our screens at the end of 1995.

NEWS

SHORT BURSTS

HAPPY BIRTHDAY

Hey, everyone! It's Asterix the Gaul's 66th birthday this year! And fans who are Master System and Game Gear owners can celebrate with *Asterix And The Great Rescue*. Or not.



TM & © 1994 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT.

AREN'T THEY DEAD (AGAIN) YET?

To tie-in with the video release of *Jurassic Park* in October, Sega's releasing the *Jurassic Park* game in a new **Rampage Edition** for the Mega Drive. It's glossier

and features new sections, but somehow we can't help but think it's going to be a little too similar to the first one for comfort.

PHWEEEP!

A Sega Sports Range is on the way this Autumn, kicking off with *ATP Tennis* and *Pebble Beach Golf*. Further titles are 'on the cards', as they say.

TWO NEW MEGA-CD 'MOVIES'

There are two new Mega-CD 'interactive movies' to consider next month: *Midnight Raiders* (not much known about that one as yet) and *Fahrenheit*, which, according to a Sega spokesperson, is to the film *Backdraft* what *Tom Cat Alley* was to *Top Gun* (and it will be one of the first Mega-CD releases enhanced for the Mega Drive 32X, i.e., not grainy, 16-colour images, but crispier, 256-colour ones).

TUNE IN TO TOONS

Keep 'em peeled for Warner Bros. cartoon characters *Daffy Duck*, *Road Runner*, *Speedy Gonzales vs Sylvester*, and *The Adventures Of Batman & Robin* (based on the new animation).

SPOOKY MOVIE

Steven Spielberg's next blockbuster, *Casper* (which has a multi-million dollar special effects budget, bigger than *Jurassic Park's* — sheesh!), will be coming to the Sega systems through Interplay. Only for the Mega Drive 32X — oh, and perhaps the Saturn. Tch.

STC INVADES EUROPE!

You already know how popular STC is in the U.K., but, guess what — you're not alone. The fame of STC, its comic strips and features has spread across Europe into, so far, four other *Sonic* comics.

The names may be a little different, and the languages certainly are, but in each you'll find the same Sega-powered comics and, in some cases, features first seen in the original UK *Sonic The Comic*.

FRANCE SONIC MAG

Le Boomers Français enjoy a mix of the best STC strips (Sonic, Kid Chameleon and more), reviews in Round Test and news in Round News.



HOLLAND SONIC MAGAZINE

"Het einge stripmagazine voor Sega-fans," is the Dutch way of saying this is the comic for Sega fans! Contains lots of Sonic strips plus reviews in Zapping and the T Zone for, guess what?



GERMANY SONIC DER COMIC

A handy, pocket-sized magazine featuring Sonic and other STC stories, along with Mr T and features covering everything from Guns 'n Roses to Sumo wrestling! Check out reviews in the Durchblick Zone and tips in the P Zone.



ITALY SONIC VIDEOGAME & FUMETTI

Check out the Zona Prove for the latest reviews and the Zona Trucchi for hints and tips. There's also Sonic stories and complete 30-page collections of Golden Axe and Streets of Rage.

SONIC'S WORLD

FEATURING
CAM 'N BERT B.A.R.F.*
SEARCH 'N REPAIR OPERATIVES
* BADNIK ARMY REPAIR FUNCTIONARIES

IN NO MORE MR. NICE BUG

PART 3

Script:
Mark Eyles
Art:
Mike Hadley/
John M. Burns
Lettering:
Elitta Fell

TWO DESTRUCTIVE BADNIK MOTO BUGS HAVE BEEN TURNED INTO NATURE LOVING NICENIK MOTO BUGS BY ONE OF PORKER LEWIS' INVENTIONS. CAM AND BERT (BADNIK ARMY REPAIR FUNCTIONARIES), HAVE JUST TRACKED THEM DOWN...

NICENIK ATTACK!
TAKE COVER,
BERT!

NOT
WHILE I'VE
GOT MY NO.1
HAMMER.

KRANG!

KRUNK!

THEY'RE
RETREATING!

AFTER THEM,
BERT!

VROOOM

VROOOM





SAYS WHO, STUPID?



B.A.R.F. BANZAI!



LOLLAPA-LOOZA!

THE IDEA WAS TO REPROGRAM THEM, BERT - NOT DISINTEGRATE THEM.



HOORAY! FREE AT LAST.



WHERE ARE YOU TWO GOING?

ERK

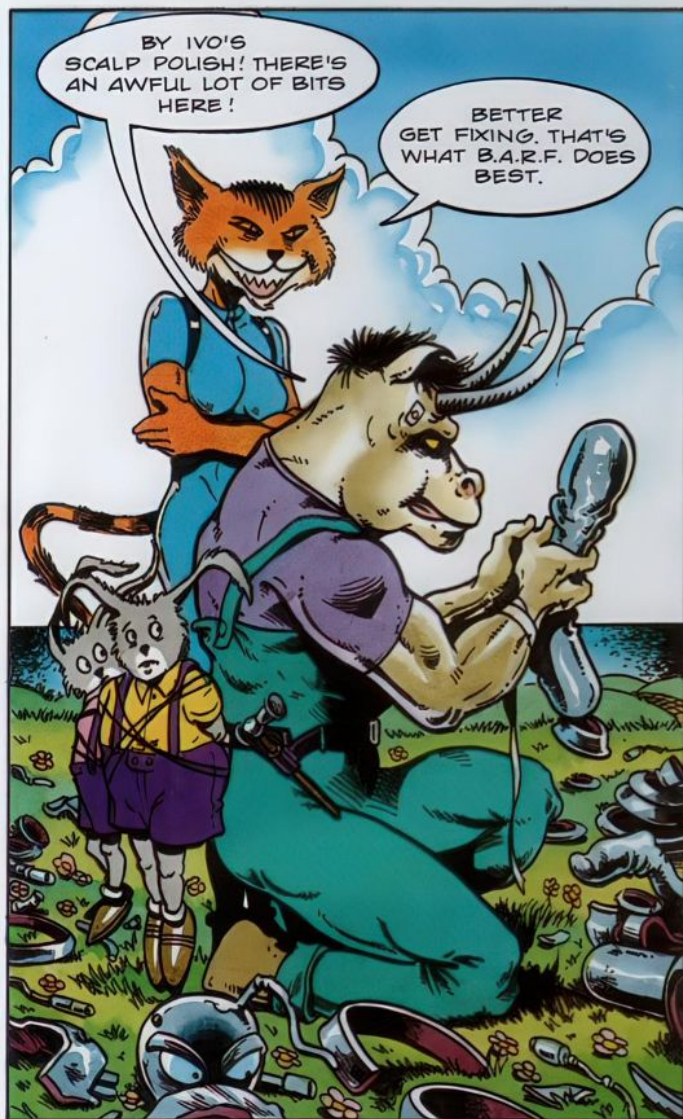
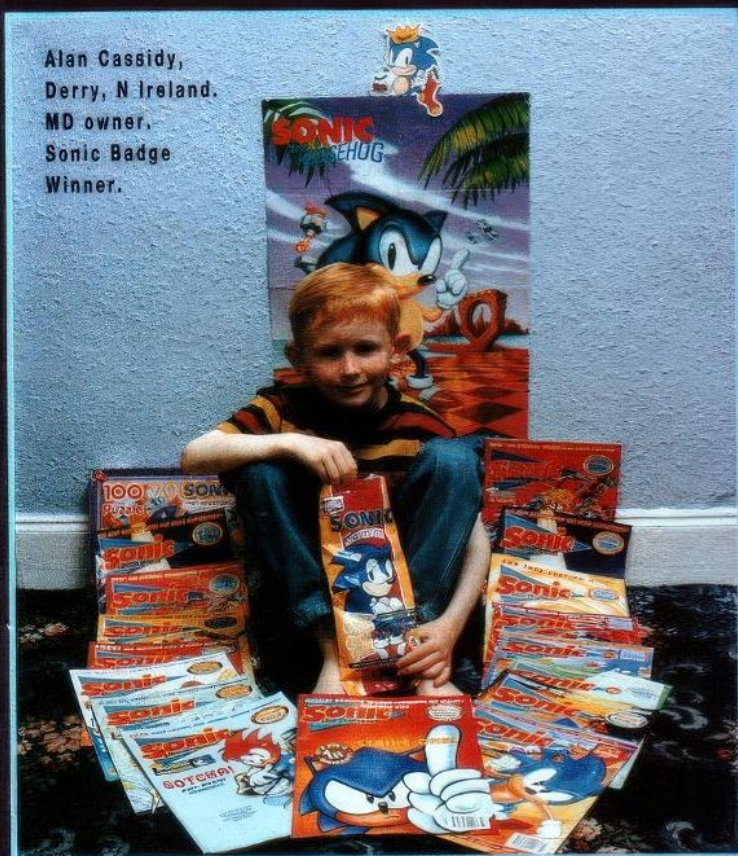


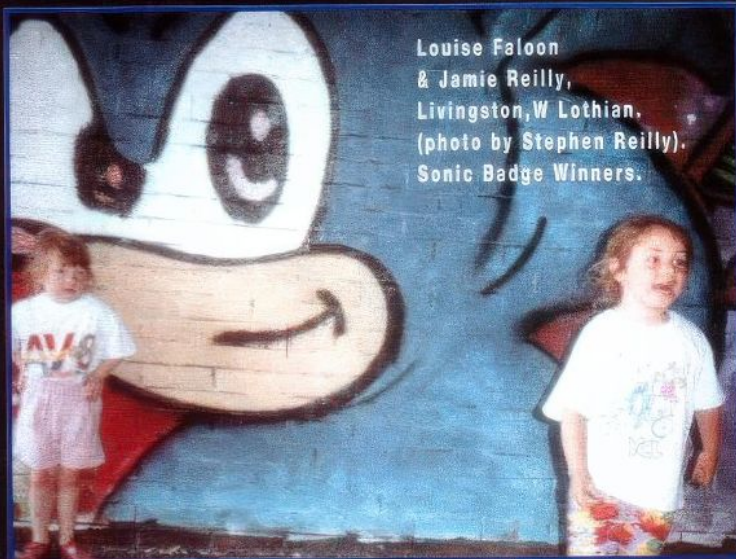
PHOTO Zone

Picture this ... the chance to feast your eyes on other tasteful Boomers who read STC. Each snap happy hume featured below will receive an original, classic STC badge, not seen since issue 2. So smile, say pizza and watch these Boomers ...

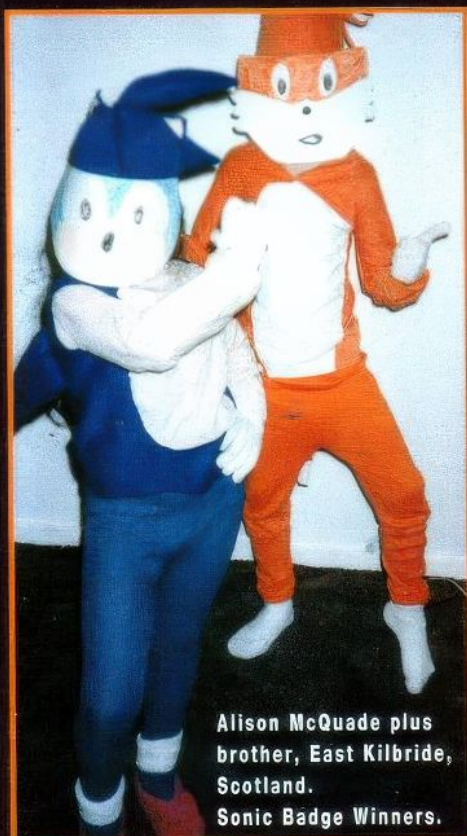
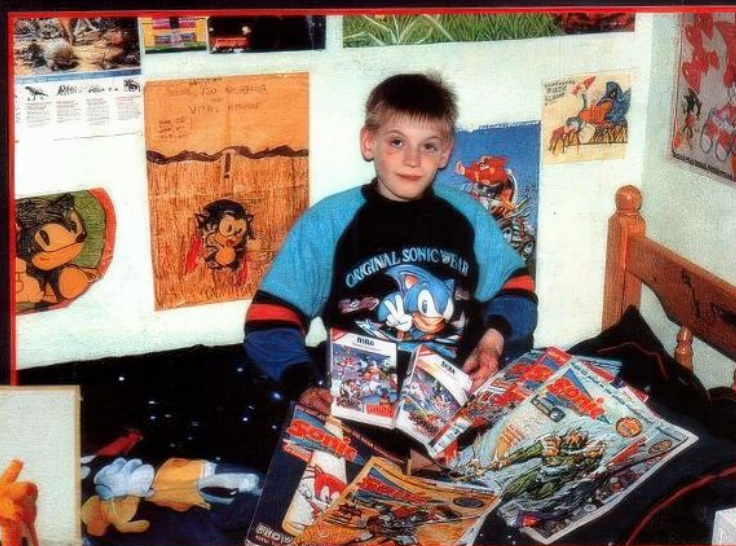
Alan Cassidy,
Derry, N Ireland.
MD owner.
Sonic Badge
Winner.



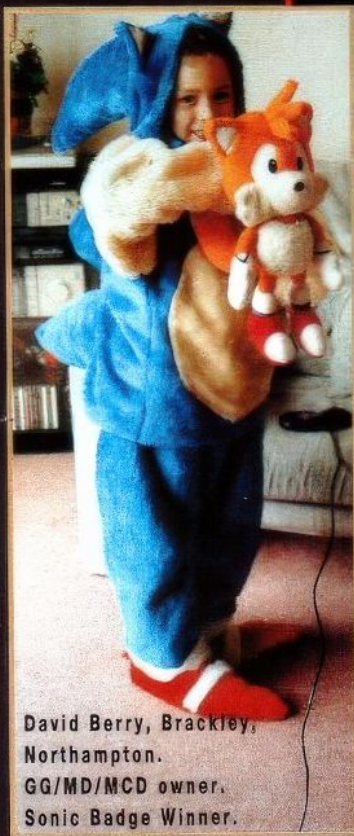
Louise Faloon
& Jamie Reilly,
Livingston, W Lothian.
(photo by Stephen Reilly).
Sonic Badge Winners.



Lucieno Del Viscio, Blackhall, Edinburgh. MS owner. →
Sonic Badge Winner.



Alison McQuade plus
brother, East Kilbride,
Scotland.
Sonic Badge Winners.



David Berry, Brackley,
Northampton.
GG/MD/MCD owner.
Sonic Badge Winner.



Sophie Monger,
Hungerford
(send in full address)
MD owner.
Sonic Badge Winner.

Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

Q Zone's special in-depth solutions service for the big Sonic The Hedgehog games continues. However, this time *STC* presents the latest and greatest Sonic adventure yet — **Sonic 3** on the Mega Drive. Your guide, Vincent Low.

SONIC Solved

SONIC 3 PART 1 - THE ZONES

Things to look out for in all zones:-

- TVs containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lightning Shields, Flame Shields, 1-Ups, Robotniks (drain power from Sonic and Tails).
- Star Posts (lead to the Bonus Stage — a Gumball Machine with extra 1-Ups, power-ups, Gold Rings and other goodies).
- Giant Gold Rings (lead to the Special Stage — grab blue balls and Chaos Emeralds).
- Ramps.
- Loops.
- Red and yellow Pogo Springs.



ANGEL ISLAND

ACT 1

A fast act to get you up to speed and ready for the big events to come!

Things to look out for:-

- Vine swings.
- Floating platforms.

Things to watch out for!

- Bloominator.
- Caterkiller Jr.
- Monkey Dude.
- Rhinobot.
- Collapsing ledges.



Welcome to the Floating Island! Sonic and Tails' first location has a real jungle feel with lush foliage, ramps, loops and vines to swing on. There are plenty of hidden chambers, high ledges with goody-packed TVs to find and some nice touches (movable boulders on top of breakable ground, revealing more juicy TV items!)

The new Water and Fire shields are well placed giving you (and Sonic) a chance to become familiar with them.

Other nice touches include bouncing off the end-of-act sign to boost your score and win a possible bonus TV, plus the all-new Special Stage where Sonic has to gather blue balls (not red!) to earn the all-important Chaos Emeralds.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Things to look out for:-

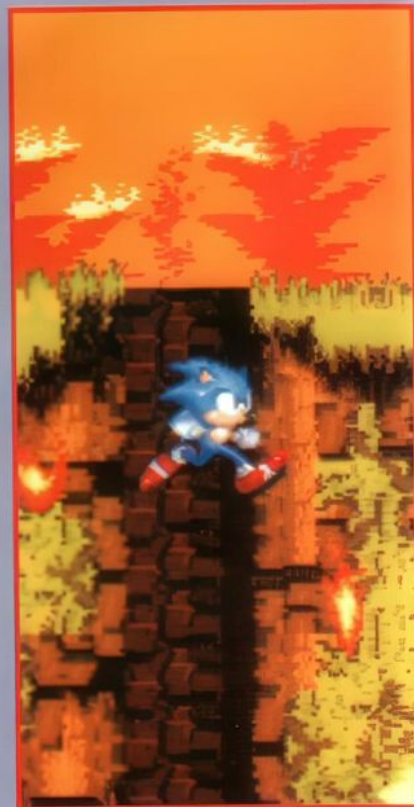
- Switches.
- Tunnels.
- Waterfall.
- Rope ride.

Things to watch out for:-

- Rhinobot.
- Caterkiller Jr.
- Rotating Spiked Platforms.

The Rhinobot is as tough as his Earth-type namesake and will charge Sonic without warning, so don't hang around in his presence! The dreaded Bloominator is also really sneaky.

Look for hidden chambers in walls for the Giant Gold Ring to access the Special Stage, and use the Star Posts to get extra items contained in the Bonus Round (remember, you need 50 gold rings to activate it).



HYDROCITY

ACT 1

Hold your breath — this will leave you gasping!

Things to look out for:-

- Overhead conveyor belts.
- Switches.
- Safety poles.
- Water propellers.
- Air fans.
- Speed Hand catapults.

Things to watch out for!

- Pointdexter.
- Mega Choppers.
- Blastoids.
- Turbo Spikers.

Hydrocity is (not surprisingly) mainly underwater. The nasties come thick and fast. Undoubtedly the worst are the Piranhas — you need a fast flick left and right on the D-Pad to shake them off otherwise they'll prevent Sonic from jumping.

Remember to stop for air regularly (keep an eagle eye open for bubble streams) and take your time when you're in a tight corner.

If you find the Water Shield, take it. It's invaluable because you don't need to stop for air and it repels bullets from the cannons!

Check walls for hidden chambers and Giant Rings.



ACT 2

You're really under pressure at the start of this stage!

Things to look out for:-

- Spinning Pillars.
- Water propellers.
- Speed Hand catapult.
- Slides.
- Bridges.

Things to watch out for:-

- Jawz.
- Turbo Spiker.
- Robotnik.

Keep your cool! Use Dash Attacks to go right and watch out for the yellow springs — they're just where you don't want them!

There are plenty of fast slide and bridge sections so beware of Badniks and areas you may whiz by that hold useful goodies.

TVs are used sneakily here. They can hold useful shields but may be placed over spikes or even — gasp — Doctor Robotnik!



MARBLE GARDEN

ACT 1

This may seem like a real break from the action of the last couple of zones, but be warned ... Marble Garden is fast and the Badniks loiter in the most painful places!

Things to look out for:-

- Platform-raising Wheels (use Spin Dash Attack to activate).
- Flying spinners.
- Giant Rotating Platforms.
- Mineshaft.
- Pulley Lifts.

Things to watch out for:-

- Bubbles.
- Spikers.
- Arrow-Shooting Heads.
- Overhead Spikes.
- Spiked Ball On Chain.
- Falling Spiked Pillars.
- Spiked Pole.

Marble Garden has you looping the loop on giant, three-armed rotating platforms and climbing steep hills using long pulley lifts.

You get to collect loads of rings by racing Sonic down long diagonals and by using the flying spinners to good effect. These are also great for covering ground quickly — but getting used to flying them takes a little practice. Run Sonic too fast and you'll fly straight into some overhead spikes!

One of the nastiest obstacles is the rotating spiked ball on a chain. It moves very fast and your timing has to be spot on to get over it. Try following it on its backswing and leap as soon as it starts to swing back towards you.

If you find a Lightning Shield make sure you get really close to all the rings around you as it automatically draws them to Sonic!

As usual, check the walls around you for hidden chambers and that Giant



ACT 2

Just as fast as Act 1, but keep your cool as the Badnik combos come thicker and faster.

Things to look out for:-

- Pulley Lifts.
- Mineshaft.

Things to watch out for:-

- Spikers.
- Mantis.
- Bubbles.
- Arrow-Shooting Heads.
- Mud Pits.

The Mantis spring up from underground, usually in groups of two or more, so move carefully when hitting one.

There's a tricky left-to-right sequence when the ground starts to fall away above you. Move right quickly before Sonic gets crushed or captured.

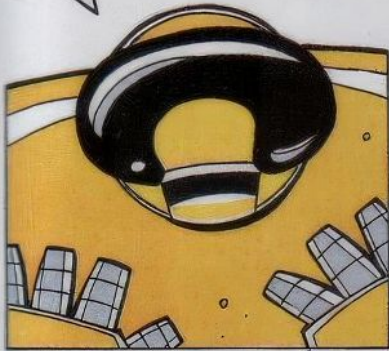


NEXT: More secrets revealed — starting with the Carnival Night Zone.

IT'S NOT MY FAULT,
I JUST WANT YOU ALL
TO KNOW THAT.

IT'S YOU! YOU
VOTED FOR THE FIRST
SERIES OF DECAP ATTACK...
YOU'RE RESPONSIBLE!

SO NOW YOU'VE GOT
A NEW SERIES. REMEMBER,
YOU'VE ONLY YOURSELVES
TO BLAME!

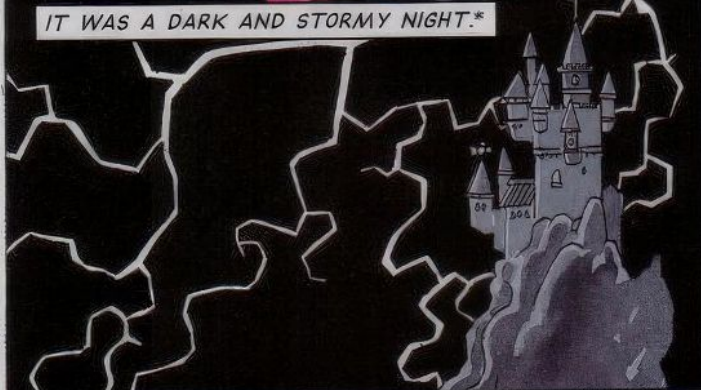


NEW SERIES Decap ATTACK

WHO KILLED
CHUCK!

PART 1

IT WAS A DARK AND STORMY NIGHT.*



*I DON'T BELIEVE IT. EVEN THE FIRST LINE'S A STINKER! -MEGADROID.

THUNK!

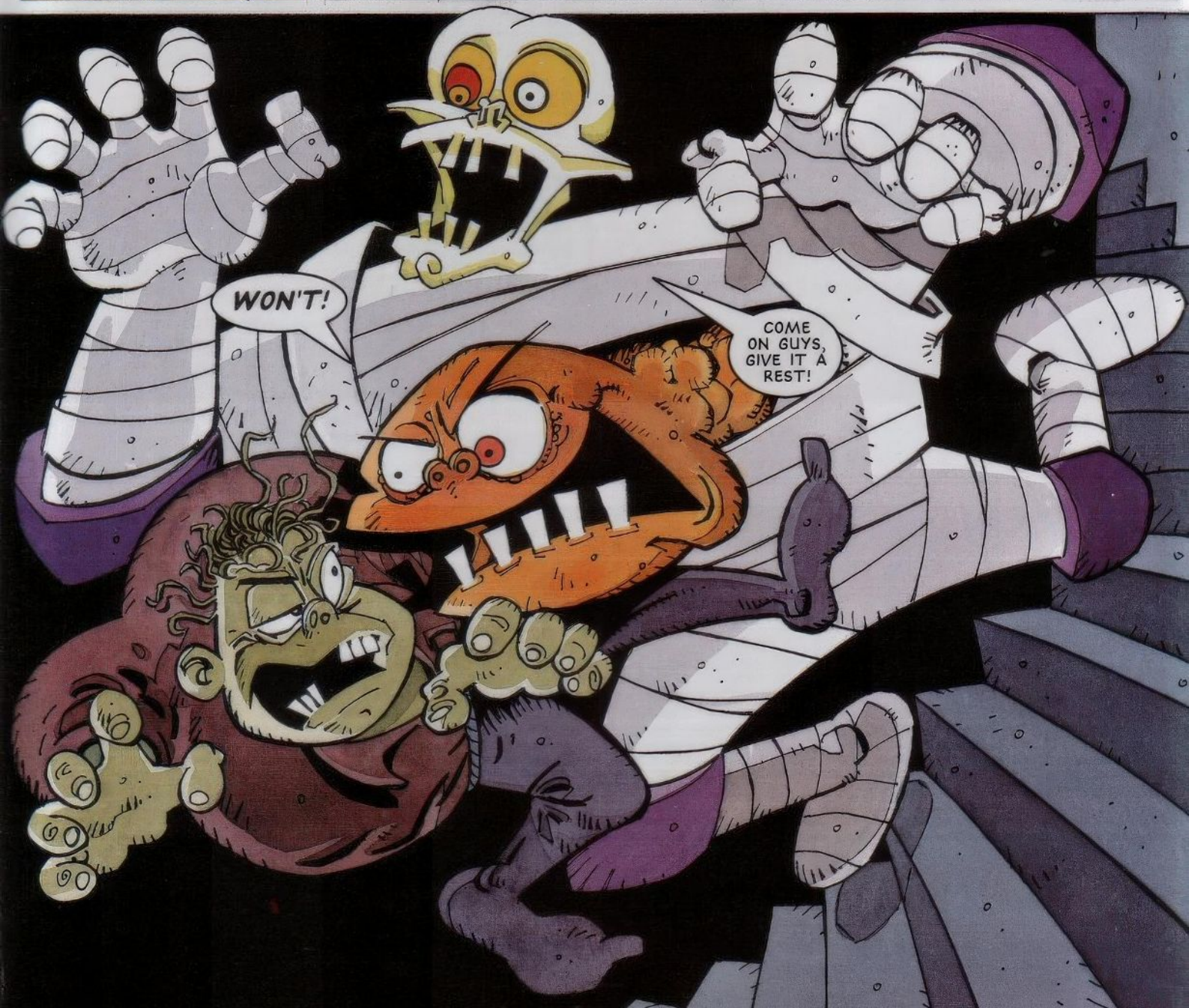
WILL!


CRASH!

WON'T!


BoK!

WILL!






GIMME A
BREAK, CHUCK!
I ONLY CAME TO TELL
YOU THE PROFESSOR
WANTS YOU DOWN
AT THE LAB!



FORGET
IT, IGOR!

THE LAST
TIME HE TRIED
TO SHOOT TWO
THOUSAND VOLTS
THROUGH ME!




WE'LL ALL
LOOK BACK AND
LAUGH AT THIS
ONE DAY!

AW,
HE DOES
THAT TO ME
ALL THE
TIME.
I'VE GOT
TO QUITE
LIKE IT AS A
MATTER OF
FACT...

LOOK
OUT FOR
THE
EDGE...

CHOMP!



I
WOULDN'T
COUNT ON
IT...



VHER
IST DAT
PESKY
IGOR?

COMING...

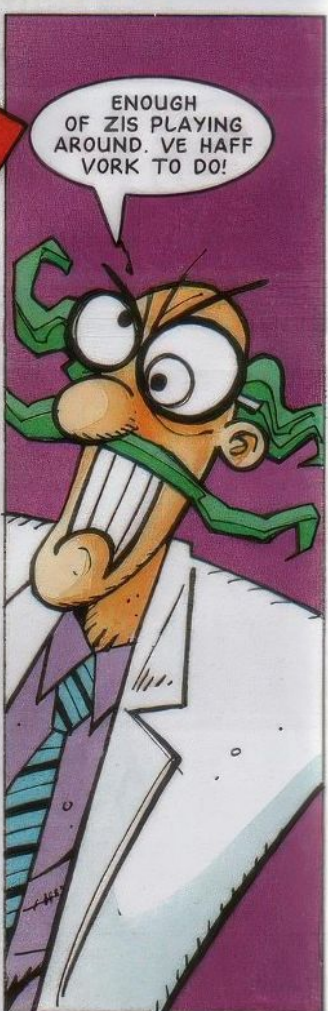
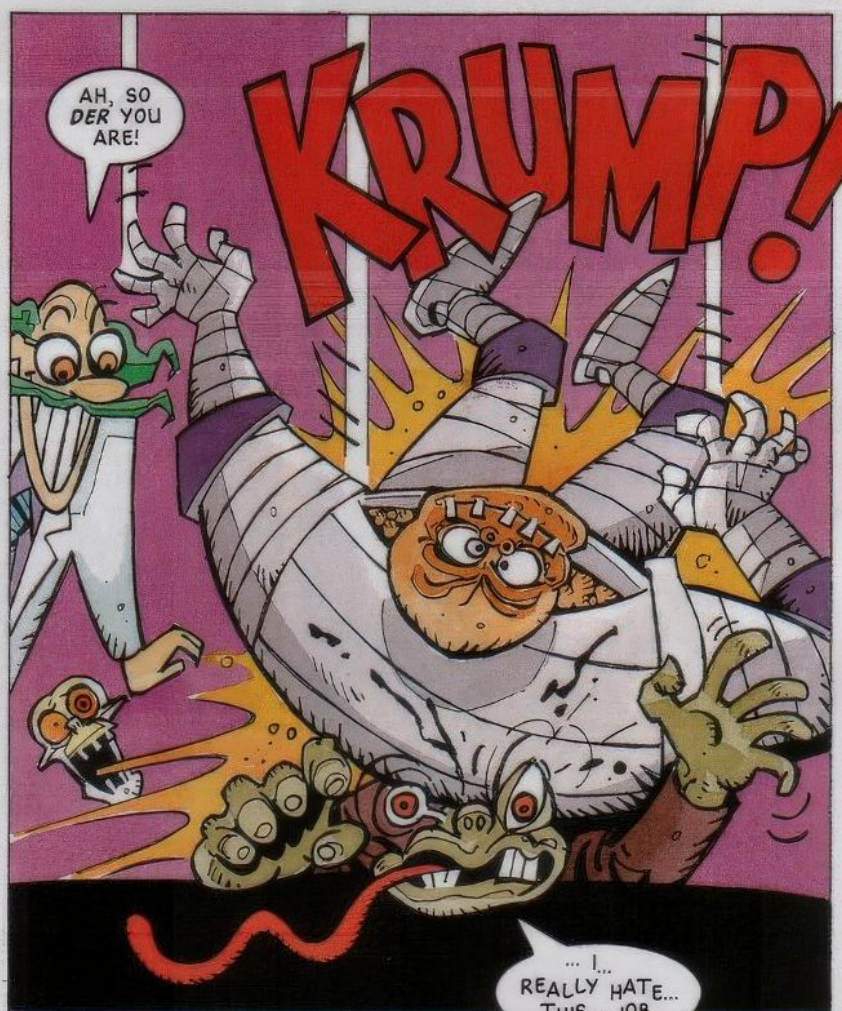
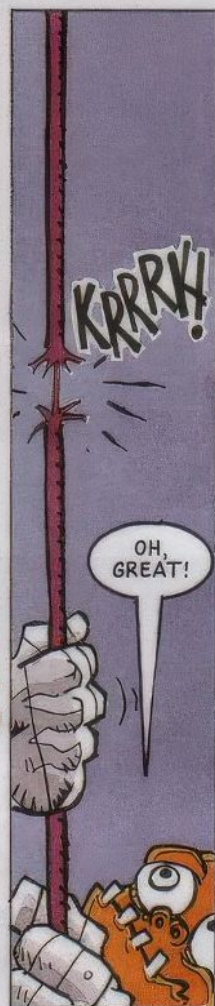
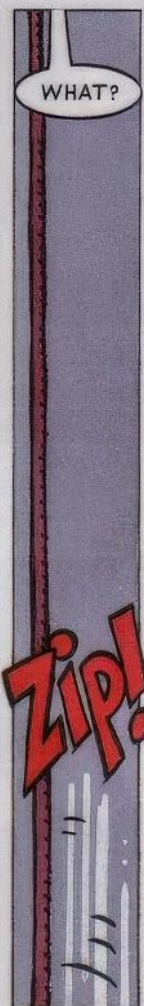


ZO
DER YOU
ARE!

KNOCK IT
OFF MIT DER
LYING AROUND,
I DON'T PAY
YOU TO DO
DAT!

ACTUALLY
YOU DON'T PAY
ME AT ALL.

WHUMP!



EVENTUALLY.

HEH,
NOW YOU'RE
REALLY GOING
TO GET
IT!

SHRINK
O-TRON.

AS YOU KNOW
CHUCK, WHEN I MADE
YOU I WAS NOT ABLE TO GET
ALL OV YOUR BRAIN INTO ONE
SKULL. SO I HAD TO PUT THE
LEFT OVER BITS INTO
HEAD HERE...

BUT
NOW I
HAFF BUILT
MY SHRINK-
O-TRON!

I VILL
REMOVE BOTH
BITS OV BRAIN, SUPER
GLUE THEM TOGETHER
UNT SHRINK ZEM
DOWN TO FIT INTO
ONE HEAD!

LIKE ZO!

THAT
BRAIN HAS
ALWAYS BEEN
THAT SIZE...
IT BELONGED
TO A P.E.
TEACHER!

NEVER
MIND...

HOLD
STILL CHUCK
WHILE I MAKE
DER DELICATE
INCISION*...

VHAT?
GET DAT
VILL YOU
IGOR?

Bing
oBong

RRRRRRRRRR

*KIDS DON'T TRY THIS AT HOME (AT LEAST NOT
WHILE YOUR PARENTS ARE WATCHING) - MEGADROID.

THE
NAME'S CASE,
DETECTIVE
CASE.

I'M
HERE TO
INVESTIGATE
REPORTS OF
A MISSING
PERSON!

NEXT: DEATH COMES
DOUBLE-GLAZED!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic**, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

One & Only

Dear STC,

Please tell me whether you are going to create a comic strip based on the game **Robot to the Rescue** as this is my all time favourite game — well, up to now it is!

George Lea, Tamworth, Staffs. MD owner.
Sonic Water Fun Game Winner.



Unfortunately Georgie, there are no plans for your suggested comic strip. But, bear in mind that STC already has it's own 'Robot to the Rescue' — me!

Common Sense

Dear Megadroid,

In STC 30 I was shocked to see the closing line of the **Pirate STC** strip telling children to try drinking shampoo instead of bubble bath. Don't you know it's dangerous for young humes like myself to drink these things? I am six years old.

Stevie Swindells, Bridgehall, Stockport.
MD owner.

Sonic Water Fun Game Winner.



As all STC Boomers are undoubtedly of above average intelligence Stevie, you should be aware that strips like **Pirate STC** are not to be taken seriously — besides, shampoo tastes awful!



Get ahead with Chuck ...

Stuart Maxwell, Belfast, N. Ireland. MD owner. ↑
Sonic Water Fun Game Winner.

Snookered

Dear STC,

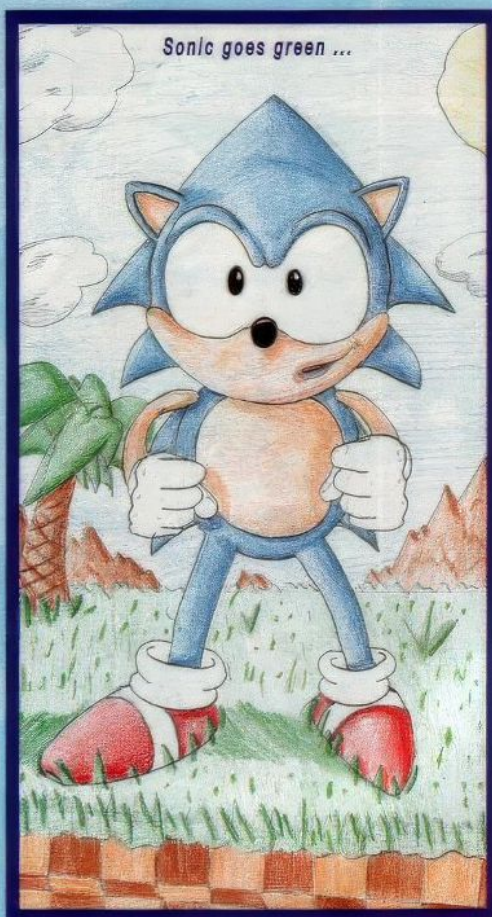
I have a variety of video games including beat 'em ups and adventure types. However, while choosing a sport simulation game I was surprised to discover that Sega haven't released a Snooker game. Surely plenty of other people must be sharing the same thought. So if Sega are listening, do yourselves a favour and get cracking on a Snooker simulation, fast!

Caroline Austin, St Leonards, E Sussex.
MD owner.

Sonic Water Fun Game Winner.



Good point, Caroline. With the exception of golf sims, humes don't have much in the way of leisurely game play sports. Rest assured once we have info on a Snooker sim STC Boomers will be sure to know.



Andrew Tillot, Walsall, W Midlands. ↑
MD & MS owner.

Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE!

DO FLYING FOXES DREAM OF ELECTRIC SHEEP?

PREPARE TO FIND OUT IN
**ZONERUNNER &
THE FLOCK!**

A NEW TAILS
ADVENTURE!



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STICKERS TO BEGIN YOUR
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DATA STRIP

Fill in & send to:
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25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 34
OF **STC?**

%

